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# METAL GEAR SOLID

Preview  
Edition

P E R F E C T   G U I D E

FULL COLOR MAPS · FULL WALKTHROUGH  
MULTIPLE ENDINGS REVEALED  
ALL THE SECRETS · ALL THE GHOSTS  
THE REAL WORLD OF METAL GEAR



# WAREHOUSE



There's no one right way to play Metal Gear Solid. The game may be billed as "Tactical Espionage Action," but I've had just as much luck (and a bit more fun) playing it as a psychopathic killfest. This level, with its abundance of life-gaining rations and a pair of guards that are unable to radio for help, is a great place to experiment and find your niche.

Your ultimate goal here is to make it to the elevator at the northernmost point in the level. The elevator appears one minute and 45 seconds after the level begins (or one full minute if you've died and continued). Use that time wisely!

If the guards see you and sound the alarm, run south to the edge of the water and you'll automatically jump in. The guards can't track you underwater, making this a flawless escape plan for whenever you run into trouble.



Guards can hear your footsteps as you run across these puddles, so be careful! Either crawl across them, "tap-walk" across them (by pressing forward on the pad for a brief second, releasing, and repeating) or avoid them altogether.

There are three hidden rations in this area, one more than you can carry. This gives you lots of slack if you get wounded by the guards.



rations



rations



rations







The stealth route is surprisingly simple. Crawl under the pipe and wait behind the wall for the first guard to pass. Run to the right, carefully tap-walking or crawling across the puddle, and pick up the ration behind the pipes in the lower-right corner. If you've accidentally alerted a guard, you can hide here (stand as indicated in the picture below) until the guards give up--They simply aren't able to notice you when you're standing in that corner. When the coast is clear, run up to the forklift, and hide behind that until the elevator descends (be vigilant, the roving guard may come from either below or to the left of the forklift, so make sure you're on the opposite side when he does). Patiently wait for the guard on the elevator to look around and get out of the way, then jump on and get out of here.



If at this point you find yourself saying, "look, I didn't

pay \$60 for this game so I could simulate the experience of cowering behind a forklift," you'll be relieved to know that Metal Gear has something for you, too. Killing is risky when you don't have any weapons, but you might as well learn how to do it right. And these two guards are perfect test subjects.

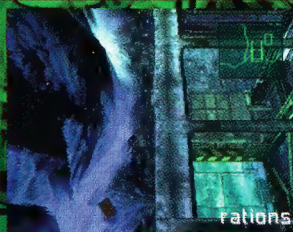
Remember that if you're holding the control pad when you go for a choke (the killing method of pros), you'll do a throw instead, so it's usually easiest to wait until the guards stop. But if you're behind them and they turn to look the other way, as they often do, you'll mess up if you go for the kill. You need to be *directly* behind them. You can nail them while they're

moving, but the timing takes practice. You have to get as close as possible without touching them, and then release the D-pad and go for the choke. Fortunately the rations they leave when you kill them correctly will offset some of the health you'll lose while practicing.





# HELIPORT



rations



rations



chaff grenades

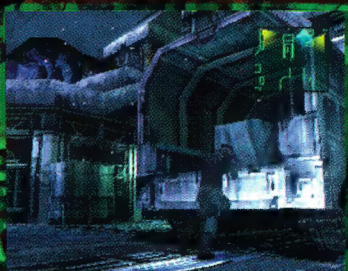


電波障害  
communication



socom pistol

This heavily guarded level (three soldiers, three cameras, and two searchlights, all of which can radio for reinforcements) is your first introduction to Chaff Grenades, which put cameras out of commission temporarily, and Stun Grenades, which stop guards temporarily. It's also your first opportunity to get the SOCOM, a .45 that can stop guards *permanently* in three quick shots. That item is hidden in the back of the truck that's parked just north of the helipad. You can also use the truck as a safe-spot if you crawl underneath it, but beware: Your enemies will toss grenades at you if they see you go under there. Still, if you're in danger mode and there's no one directly behind you, the truck is a great place to wait out the timer.







Crossing the Helipad is easier than it looks. True, the searchlights do set off alarms if they see you, but avoiding them is easy once you understand the pattern. The two shots above show the searchlights at their furthest away points. As you can see by the lower of the two shots, every other time they pass, they create a much wider path for you to cross. It's possible to make it when they're as close as they are on the top shot but it's a cinch if you just wait one more pass and run across when they're furthest apart.



Stun Grenades are rare, but highly useful. Use them only when you're in danger mode (the explosions *will* set off alarms) and it will stun enemies long enough for you to find a hiding place.

This stage is one of the largest and most complicated in the game, so we're going to cover it over the next three pages. Let's ignore your main objective (getting into one of the ducts at the top of the level) for now and concentrate on some of the other aspects of this level first.

Two searchlight beams cover the helipad, sounding alarms when they spot Snake. Luckily, they're easily avoided if you know the right timing, as shown to the left. Between them you'll find a box of camera-stopping Chaff Grenades.

Those grenades can be used to temporarily shut down any of the three cameras in this stage, but if you don't want to waste those, you can use the strategy on the right to get past the camera in the room to the west, which guards a box of enemy-freezing Stun Grenades. If you mess up on the camera and an alarm is sounded, you can try to lose the pursuing guards by letting them chase you into the snow, or hiding under the truck where you got the SOCOM.



Watch the radar, and when the camera is pointing away, get in front of it and lean up against the crates. The camera won't be able to see you while you're back is against them.

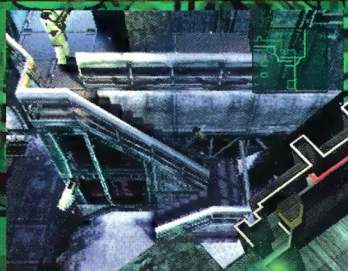


You can carefully inch along the wall as it passes you, and then run for the grenades when you're out of range. Repeat the process, in reverse, to get out of there again. Nothing to it!

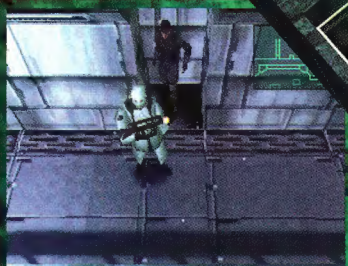




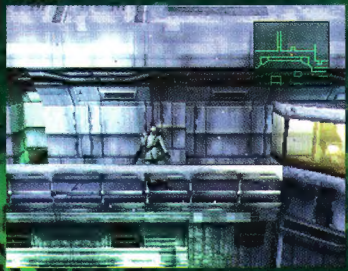
## HELIPORT (CONT.)



This is a perfect safe spot: Too high to be seen by guards downstairs, too low to be seen by the one upstairs.



Hide in this alcove and wait for the guard to pass by on his route. If you're leaning up against the wall, as shown, the idiot won't even notice you! You can wait for him to pass and then go down the duct, or you can seize the opportunity for an easy choke.



There are two ventilation ducts you can take into the Tank Hangar. The stealth route, which uses the duct on the second floor catwalk in the Northeast corner of the screen, requires no equipment, but takes a bit of patience. Once you've picked up all the items you want, just head over to the foot of the stairs, watching out for the guard patrolling

that area and the camera stationed on the staircase. The camera is easy to avoid, but the guard may give you some trouble. If he does, kill him with your SOCOM or lure him away with your footprints (see facing page for details).

Then wait for the camera to turn away and run halfway up the stairs. From that safe spot, wait 'til the upstairs guard finishes his looping path and heads back towards the duct. Follow him until you get to the alcove shown to the left, lean up against the back wall, and wait there until he passes again. He won't notice you, and you can walk right to the duct and crawl on in.







The crawling control in this game can be very difficult, and one false move here can alert the camera, so be very careful. If you have an analog controller, I find it easier to switch to digital for this type of fine-tuned control.

The second route is simpler, but a bit more risky. If you've already triggered an alarm at some point in this stage, the guard stationed behind the second duct will be up and around. But if you haven't, he should be fast asleep, allowing you to sneak up and kill him without him even noticing.

Once he's dead, crawl to the duct and try to sneak in without the camera noticing. This can be difficult, so you might want to use a chaff grenade to buy yourself some time.

If the camera does spot you and sound the alarm, get into the duct and out of there as quickly as you can, before the guards start tossing grenades!



If you get noticed by a guard or camera while you're sneaking into any duct, the guards will run to the entrance and toss grenades in after you. If you crawl as fast as you can, you should be able to make it before the grenades blow.

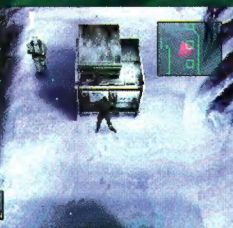


Each shaft contains one hidden ration. For the lower one, you'll have to turn left at the first fork to get it.



The guards notice footprints and follow them to Snake's hiding place. Luckily, you have plenty of time to get away, and this programming quirk actually allows you to escape even more easily during danger mode. Idiots.

They guards almost show signs of intelligence in this stage as they notice Snake's suspicious foot prints in the snow and move in to investigate. But, like all of their little quirks, this one can just as easily be turned against them. For example, if you're in danger mode and the guards are after you, run to the rock here in the corner and run around it. The guards will be shocked to notice *footprints* (right behind someone they're *chasing*, of all places!), and will actually slow down to follow the footprints, allowing you to easily get away while they investigate.





# TANK HANGAR

If you took the top ventilation shaft as we recommended, you'll end up on the top floor. The



lower ventilation shaft lets you out on the bottom left, near the tanks.

Your only priority here is to get the Thermal Goggles, which are in the one open room on the second floor, then to head for the elevator and get out of here. You'll come back for the other doors a bit later. After that, head north to the elevator and take it to level B1 for your date with the DARPA Chief.

Even if you took the lower shaft in, you'll want to go out of your way to grab the Chaff Grenades. They'll prove very useful later.



chaff grenades



socom ammo

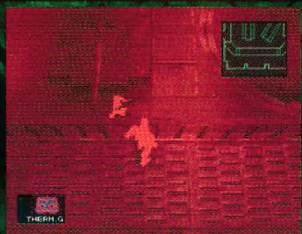


thermal goggles

If you took the upper ventilation shaft to get in here, you probably overheard the guards talking about a door with a busted lock. That door, on the second level, contains the thermal goggles, and you'd better grab them before they get it repaired and

those goggles end up stuck behind a level 4 security door.

The goggles, which highlight heated or heat-producing things, are useless in combat, but will let you see infrared beams, landmines, and other traps. Note that if you didn't get the SOCOM yet, you'll get that instead of the goggles.

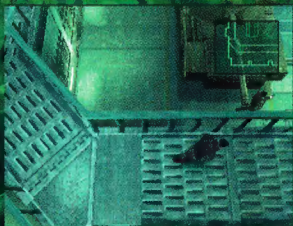




The guards here may not be any brighter or less predictable than the ones you've faced so far, but it's a small level and you're guaranteed to cross paths with them if you stick around too long. You can cull the herd a bit with your strangulation techniques if you want, but you don't really have too much to worry about if you remember the area's two safe points: Under the tank and back into the ventilation shaft.

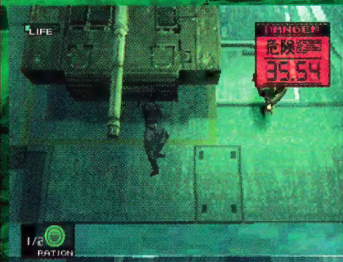
Waiting for the elevator can be dangerous, but there's a trick that works on every level with an elevator: Instead of pressing the button once and waiting for it to arrive, quickly press the button twice and it will arrive and open on the second press.

This area is full of locked and numbered security doors, but you won't be getting through any of them until you get your first keycard at level B1. After that, you can come back here (top left) for the cardboard box.



The grated floors shown above make pingy noises that alert guards when you walk on them. As with the puddles, your choices are to crawl, or "tap-walk" across.

The camera in the corner here can be tricky the first time you encounter it. You're safe on the middle landing in the staircase: Too low to be seen by the camera, too high to be seen by the guards below, so take the time to watch the camera on the radar and plan your dash correctly. You can either wait for the camera to start turning towards the western wall, and then quickly dash past in one movement, or run to the wall below the camera when it's clear, wait for it to turn to the east, and then make your move.



The tank is the best safe spot. Unless they're right behind you when you crawl under it, they guards will never figure out where you've gone. But keep an ear open for the sound of a grenade hitting the floor, just in case a guard did directly see you crawl under the tank.



If you mess up while thinning out the guards, you should be able to make it to a safe spot pretty easily.

If you really get in trouble and you can't seem to shake the guards, run up to the second tier and over to the ladder back into the ventilation shaft. Then just pop back out and the danger level, guards' positions and everything else will have reset.



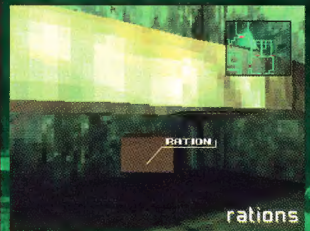
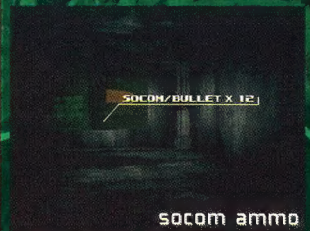


# PRISON BLOCK

This level has so much ammo and so many extra rations that you have the freedom to waste as much health and firepower as you want without having to fear for long term effects. Enjoy this trend while it lasts.

Of course, many of those items are hidden, and you'll need sharp eyes to catch the boxes of rations in the small ventilation shaft below and to the right of the main one, and the rations hidden under the DARRA Chief's bed. Grabbing that will give you something to do while you wait for someone to unlock the door, but don't take it if you don't really need it: You just might need it more after the shooting starts.

Fortunately, you get a bunch of ammo when the shooting does start, and you'll pick up quite a few ammo refills and rations from the guards you kill at this point.







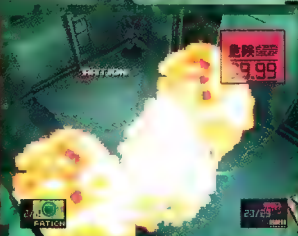
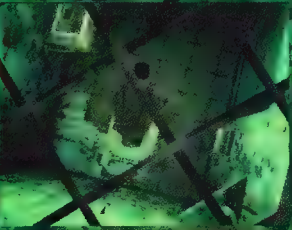
Your only objective here is to visit the DRAA Chief, who is locked away in one of the cells in the cell block. You'll have to crawl through the ventilation shafts to get him.

After your conversation, you'll have to wait a few seconds for someone to unlock the door. When you exit, you'll be right in the middle of a firefight as wave after wave of guard reinforcements invade the cell block. They won't be too hard to handle if you let your auto-targeting do the work and are quick to react to the grenades they throw, but it's always a good idea to have your rations equipped, should the tide change unexpectedly.

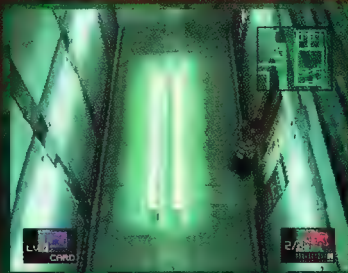
The guards charge the cell block in threes. If you don't have a SOCOM, grab it and shoot the first three guards. If you're trying to keep your kill ratio low (for ranking purposes) you can just dodge the rest of the guards (by running around in wide circles) and let your companion do all the dirty work. Make sure to grab the goodies they leave behind!

Afterwards, your companion will run off, but there's no point following her. Instead, linger a bit in the cell block to restock on ammo and rations if necessary, and then use your new key card to open the level 1 security-locked door and take the elevator down to level B2.

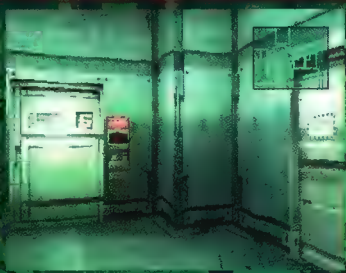
When you're above a grate, press up and the look button to press down. You'll be able to look in on the other prisoner and shoot the guard in a quick, un-prisonly moment. Do this about the chief's cell and Snake will be able to drop down to talk to him.



Eventually the guards will wise up and start throwing grenades. You'll be safe if you run in close to the door or to the far corner.



After the firefight, you can use your new Key Card to escape. You won't be able to unlock the door to the left of the elevator or any other door with a number higher than 1, but you can go back to the Tank Hangar for the suppressor and card-board box.

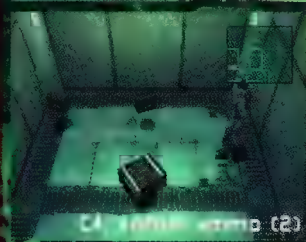
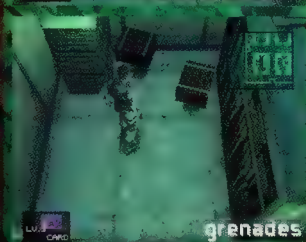
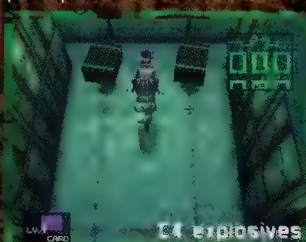




# ARMORY

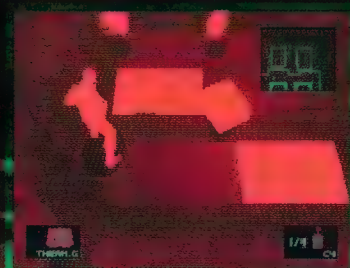
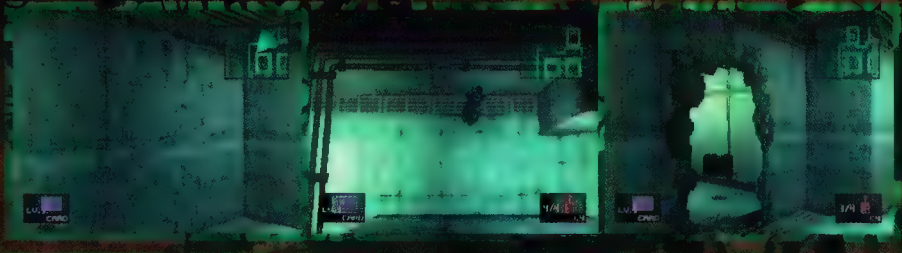
The Armory is one of the most important locations in the game, as it houses a variety of unique weapons and an endlessly recurring supply of ammo for them. You'll come back here many times in the course of the game as you get higher level key cards and gain access to newer weapons. There's one locked room for each security level.

The level 1 security room contains C4 explosives, which can be used to blow open three passageways to areas containing more C4, SOCOM ammo, Stun and Chaff grenades, and the route to a boss encounter after which you'll get the level 2 card key. With that, you can open one more locked door and grab the powerful FA-MAS assault rifle. Since much of the ammo supply comes back after you complete any major objective (such as defeating a boss), you can pick up more of that stuff as well.





C4 can be used in a variety of amusing ways to kill foes. You can set up little traps for them, or even stick it straight on their backs. But it's too rare and precious of an item to waste on combat (although its plentiful in this area, so go ahead and use it to destroy GunCams and such). Its primary use is to blow open sealed passageways (you'll know 'em by their cracked texture, or the sound they make when you tap on them). Just set up a C4 bomb (hold up against the wall, then press the weapon button), step back so you won't be caught in the blast, and hit punch to set them off.



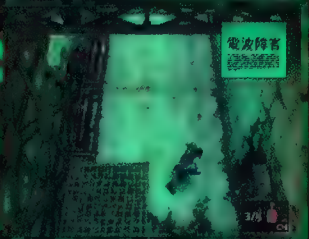
Keep an eye out for the traps in this room. You don't have much room to run, so use your goggles to avoid em.



The main area is also full of floor traps (marked TD on the map). They look indistinguishable from the normal floor, but if you stand on them, you'll fall to an instead death. To avoid them, you can just memorize their locations and go around (they're visible with the thermal goggles), or make a point of always running over them. They'll spring open, but you'll already be safely on the other side. Just make sure there are no guards nearby to hear the spring!

Your task here is simply to find the C4, use it to blow open the two doors to the north and then the one to the south. Past that door you'll find a hidden corridor where your radar is jammed. You'll have to use your naked eye to find the C4 spots, and blow through those to open the way into the room where the AT President awaits.

Don't miss the bombable wall just to the right of that. It leads to a secret area we'll discuss after the boss encounter.





# REVOLVER OCELOT

The recommended strategy:



Don't pursue Ocelot; Let him head towards one of the upper corners and empty his gun at you, while you dodge his long range shots from a safe distance.



By watching the shots, you should know exactly which corner he's standing in. When he reloads, run to the adjacent lower corner and use your targeting to hit him off-screen.



Ocelot will assume you're attacking from that side, and run to the other side. Run all the way around and meet him there to scare the crap out of him and get off a second shot.

Revolver Ocelot may be the game's first boss, but he's no slouch. His single action army slugs do solid damage and ricochet in unpredictable ways.

Luckily, he's a cocky bastard, and just stands there while he reloads, inviting you to take your best shot. But

getting that shot can be harder than it seems, since he runs at the first sign of danger, and tries to keep on the opposite side of you at all times. But Snake's got long range, and it's not hard to sneak up on him if you're careful.

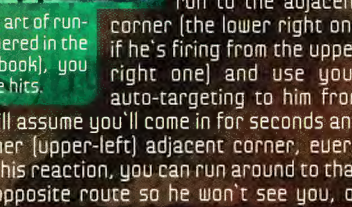
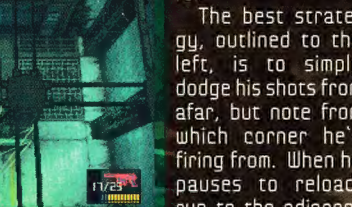
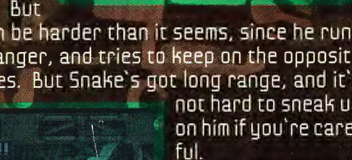


If you've mastered the art of running and shooting (covered in the real version of this book), you can follow him for more hits.

off screen. Ocelot will assume you'll come in for seconds and run towards the other (upper-left) adjacent corner, every single time. Knowing his reaction, you can run around to that corner (taking the opposite route so he won't see you, of course), and meet him there with your SOCOM blazing. He'll freak and run, but you'll have plenty of time to get a second shot off him (his few seconds of invincibility after being shot prevent any further hits). Then leave him in the corner, and repeat the process.



There wires is *sensitive*. So here's a ProTip: No grenades, no C4, and *no* touching.







No point dealing with guys face-to-face. Just stand back, line yourself up with them on the radar (you have to be exact, as its too far to auto target), and bang, bang, bang, goodbye, thanks for the item.



As you exit the Armory, you'll find it's now crawling with guards. Luckily, you can kill 'em without breaking a sweat by standing hundreds of yards away, carefully lining up a shot, and firing three quick bullets. They'll die, you'll get an item, and happiness will ensue.

Speaking of killing guards, you can mow through guards en masse with the nasty FA-MAS assault rifle that's locked behind the level 2 door. But beware of traps! You can see the beams with your goggles or a cigarette, but you don't even have to see them to crawl under and get the items.

Once you've liberated the FA-MAS, call Meryl as the AT President instructed and head back up to the ground floor. She'll open the door outside, and you can continue the shopping spree with your shiny new Level 2 Key Card.



That's the FA-MAS, but walking through the hidden infrared beams will set off an alarm and send a small army of guards in Snake's direction. You can see the beams easily by using your Thermal Goggles, or even just lighting up a cigarette.



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# METAL GEAR SOLID

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